

PROGRAM GUIDE

Dr. Seuss FIX-UP THE MIX-UP™ PUZZLER

The Grinch, the Sneetch, the Cat in the Hat—
They're all mixed-up, this way and that.
Unscramble each puzzle in five different ways—
Enough fun and learning for days upon days!



CBS
SOFTWARE

LOADING YOUR PROGRAM

FOR ATARI® COMPUTERS

1. Insert the program disk into your disk drive and close the drive door.
2. Atari XL owners: Hold down **OPTION** while turning on computer.
3. Turn on your computer, disk drive and monitor.
4. The title screen will appear, followed by the Main Menu.

FOR APPLE® II +/IIe/IIc COMPUTERS

1. Insert the program disk into your disk drive and close the drive door.
2. Turn on your computer and monitor.
3. The title screen will appear, followed by the Main Menu.

FOR COMMODORE 64™ COMPUTERS

1. Insert the program disk into your disk drive and close the drive door.
2. Turn on your computer, disk drive and monitor. Adjust the volume on the monitor.
3. Type **LOAD "CBS",8** and press **RETURN**. Then type the word **RUN** and press **RETURN** again.
4. The title screen will appear, followed by the Main Menu.

MUPPET LEARNING KEYS™

If you are using Muppet Learning Keys™ remember to plug the keyboard into your computer *before* inserting the program disk into the disk drive. Do not use the keys on the Muppet Learning Keys™ keyboard until after the program has finished loading.

Users of Atari and Commodore 64 computers, please note the following port assignments:

Atari Computers: Muppet Learning Keys™—Control Port 2
Joystick—Control Port 1

Commodore 64: Muppet Learning Keys™—Control Port 1
Joystick—Control Port 2

Dr. Seuss FIX-UP THE MIX-UP™ PUZZLER

The only thing that's more fun than a jigsaw puzzle is an *electronic* jigsaw puzzle. And the only thing that's more fun than that is an electronic jigsaw puzzle featuring favorite characters from the wacky world of Dr. Seuss!

Dr. Seuss Fix-Up the Mix-Up™ Puzzler provides children with exciting opportunities to practice problem solving, sequencing, object and pattern recognition, and logic and memory skills. The program randomly scrambles pictures of Dr. Seuss characters into an endless variety of puzzles and features five different ways to fix-up the mix-up—fun-filled challenges that grow as your children grow in age and ability.

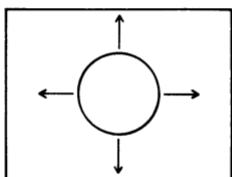
The object of each game is to reassemble a scrambled picture of three Dr. Seuss characters. On Level One, children can mix and match the characters' heads, torsos and feet, often creating their own silly versions of the puzzle picture. On other levels, the characters are divided into smaller pieces and must be reassembled correctly *and in their original left-to-right order*. The higher the skill level, the more challenging it is to put the characters back together again. Not only are there more puzzle pieces, but some of them are upside down. And the faster you complete puzzles on these levels, the more points you'll score. Quite a mix-up, indeed!

CONTROLLERS

You have the option of using a joystick or the keyboard to play **Dr. Seuss Fix-Up the Mix-Up™ Puzzler**. You may also use Muppet Learning Keys™ if you have them.

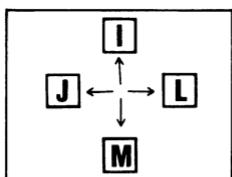
Apple Users: To use Muppet Learning Keys,™ you must have 64K or more.

Your controller governs the position of the white box used to select puzzle pieces you want to move. The box will move up, down, left or right, depending on how the controller is used (as illustrated below).



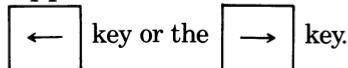
JOYSTICK

Your FIRE button is the red button on the joystick.

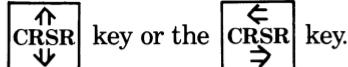


KEYBOARD

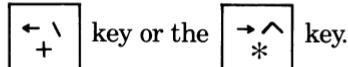
Apple: Your FIRE button is the



Commodore 64: Your FIRE button is the



Atari: Your FIRE button is the



MUPPET LEARNING KEYS™

Your controller is the FROG SCOUT compass and your FIRE button is the ZAP button.

With the white box surrounding a puzzle piece, pressing your FIRE button makes the piece move into the empty space in the Puzzle Area or in the Space Holder. Pressing the FIRE button when the white box is surrounding an empty puzzle space automatically makes the piece in the Space Holder move into that empty space in the Puzzle Area.

SKILL LEVELS

Skill levels listed on the Main Menu can challenge children four years old and up. Very young children will have the greatest success at Level One, while more experienced players will prove more adept at Level Five. Have your child try playing on each level until he or she finds the one that is most suitable for him or her. Levels are explained in detail starting on page 6.

To select a skill level with the keyboard, press the corresponding number key followed by your computer's FIRE button. If desired, joystick users may use the joystick to move the on-screen arrow to the desired level and then press the red FIRE button.

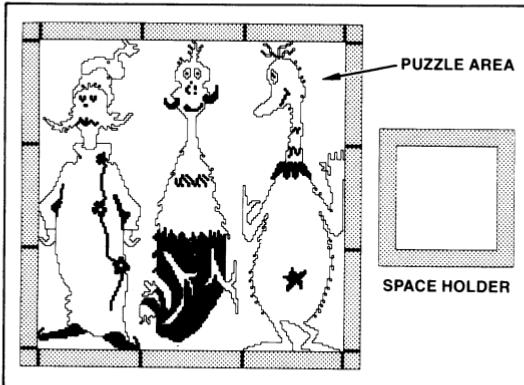
Muppet Learning Keys™: Press the corresponding number on the RULER, followed by ZAP.

HOW TO PLAY

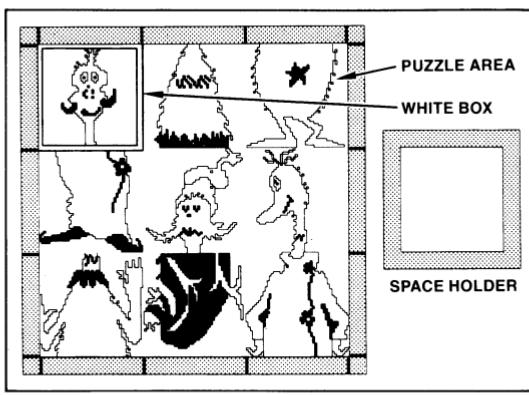
The instructions that follow provide a general overview of game play. For more detailed information on playing at each skill level and tips on using the program with your child, refer to *Guiding Your Child's Discovery*, starting on page 6.

Mixing Up

After you choose a skill level, the following message appears on your screen: "PRESS FIRE BUTTON TO SCRAMBLE PICTURE." A few seconds later, the game screen will appear.



UNSCRAMBLED PUZZLE



SCRAMBLED PUZZLE

When the game screen first appears, the Space Holder (on the right-hand side of the screen) is empty and three fully-assembled Dr. Seuss characters appear in the Puzzle Area (the larger portion of the screen). For each puzzle, the computer randomly selects three characters from the following six:

The Cat in the Hat

The Grinch

The Star-Bellied Sneetch

The Doorman of Solla Sollew

The Woset

Clark

To scramble the picture, press your FIRE button.

On Levels One and Two, you can reassemble the characters in any order you choose. On Levels Three, Four and Five, you must put them back together in their original left-to-right order.

Fixing Up

Before you can rearrange puzzle pieces, you must create an empty space in the Puzzle Area. Notice the white box surrounding the piece in the upper left-hand corner. You will use this box to select the puzzle pieces you want to move.

Use your controller to move the white box over to the first piece you want to move.

With the white box surrounding the selected piece, press your FIRE button. The piece will move to the Space Holder, leaving an empty space behind.

To move a new piece into the empty space, first use the white box to select the piece you want to move.

Press the FIRE button to make the new piece move into the empty space.

Continue moving puzzle pieces in this manner until you've rearranged all but the last piece.

To end the game, you must take the last piece out of the Space Holder and move it into the Puzzle Area. There are two ways to do this:

1. Use your controller to move the white box to the extreme right so that it surrounds the Space Holder. Then press your FIRE button. The piece in the Space Holder will move into the empty space.
2. Use your controller to move the white box so that it surrounds the empty space, then press the FIRE button. This way, the piece in the Space Holder automatically moves into the empty space.

Rotating Pieces

On some skill levels, selected puzzle pieces are upside down. To rotate a puzzle piece so it is right-side up, surround the piece with the white box and then press the space bar.

Muppet Learning Keys™: Press OOPS! to rotate a puzzle piece.

Instant Replays

To try another puzzle at the same skill level, press the **≡** key (**f7** on the Commodore 64) at the end of the game. To return to the Main Menu at any time after you've scrambled the puzzle, press the **ESC** key (**f1** on the Commodore 64).

Muppet Learning Keys™: Press GO to try another puzzle at the same skill level. Press STOP to return to the Main Menu.

Shhhhhhhh...

To turn the sound off press **V** on your keyboard. To turn it back on, press **V** again.

Muppet Learning Keys™: Press SPACE to turn the sound off and on.

GUIDING YOUR CHILD'S DISCOVERY

Dr. Seuss Fix-Up the Mix-Up™ Puzzler is a natural for promoting cooperative playtime. It also gives kids a chance to practice and explore skills including sequencing, object recognition and part/whole relationships. And, because the program features five different skill levels, it provides a variety of challenges.

The following information on the program's skill levels provides tips on how you can help your child get the most out of each one.

Level One—Mixed Up

This level, designed for very young children, provides a delightful open-play environment that functions as an introduction to higher skill levels. When the picture is scrambled, the Dr. Seuss characters are divided into nine equal-sized puzzle pieces, each containing a recognizable body part. Because the puzzle does not have to be reassembled in any particular manner, children can explore this level in a variety of ways.

Before your child attempts to rearrange the puzzle, however, you'll need to explain how the Space Holder works. If you've played with the game yourself, you know that in order to rearrange puzzle pieces, you must use the Space Holder to create an empty space in the Puzzle Area first. This can be a very difficult concept for most children to grasp, so you might want to remove the first piece yourself and put it in the Space Holder.

Most children first approach the scrambled puzzle by exchanging the character's heads, torsos and feet, thereby creating their own zany versions of the puzzle picture. This kind of playful experimentation not only provides a good occasion for silliness, it also introduces children to the way the game works.

While exploring this level, children may discover that certain body parts animate when correctly matched. If that happens, you may want to encourage your child to look for other matches in the puzzle and, if he or she seems ready, to shift the characters into their original positions. Of course, *you'll* have to memorize the order before scrambling the picture so you can tell when the child gets it right.

Don't worry if your child has difficulty moving puzzle pieces to make correct matches. Most preschool children haven't developed all of the logical thinking skills an activity like this requires. As a general rule, it's best to let your child experiment on this level until he or she is ready to move on.

Level Two—More Mixed Up

This level adds a new “twist” to the game. As on Level One, the puzzle is divided into nine equal-sized pieces, each containing a recognizable body part—but this time, some of the pieces are upside down. Also, unlike on Level One, players must correctly reassemble each character to end the game. However, the characters still do not have to be reassembled in their original left-to-right order.

When your child is ready for this level, explain how to use the space bar to turn the upside down pieces right-side up. Demonstrate this a few times for your child, then have him or her try it on a “practice puzzle.”

Different children are apt to try different strategies when playing at this level. In general, it’s easier and more efficient to invert the pieces first. If your child is having difficulty, you might want to suggest this plan of attack.

It requires a good eye to identify upside down puzzle pieces, so don’t be disturbed if it takes several tries before your child is able to complete a game. You might want to help by turning all the upside down pieces right-side up first.

You’ll notice that when all the characters have been reassembled, they animate and a score of 450 points appears in the upper right-hand corner of the screen. This score *is not cumulative*. Each time you begin a new game, the score resets to zero. Children may want to keep track of their scores on paper to see how they measure up to friends and family members.

Level Three—Even More Mixed Up

On this level, the puzzle is divided into *sixteen* equal-sized pieces, all of which are right-side up. The smaller pieces make the game much more difficult because the characters’ body parts are no longer recognizable. To end the game, players must correctly assemble the characters in their original left-to-right order. Level Three also features a time limit, represented by a colored border surrounding the Puzzle Area. If the puzzle is completed before the timer runs out, the player earns bonus points in addition to 800 points for completing the game.

Because the puzzle pieces are smaller and the characters’ body parts less distinguishable, this level provides a good introduction to part/whole relationships and requires abstract thinking to complete. If your child is stumped, encourage him or her to use color and position clues to match pieces, as in a traditional jigsaw puzzle. For example, see if the child can find all the blue background pieces first.

Some children start building characters in the middle or bottom portion of the screen, only to find that they run out of room when it's time to add torsos and feet. When this happens, you might want to point out that heads always go in the top portion of the screen, torsos in the middle and feet at the bottom. You also might suggest that the child start out by moving all the head pieces to the top of the screen.

On Level Three, children quickly discover that the puzzle simply doesn't look right unless the characters are reassembled in their original left-to-right order. Finding the fix-up for this kind of mix-up presents a more challenging logic problem. Most kids will need plenty of time to experiment with different strategies as they attempt to shift correctly assembled characters from left to right or right to left.

Level Four—Truly More Mixed Up

Talk about a mix-up! On this level, the puzzle is divided into sixteen pieces, some of which are upside down. As on Level Three, the game is over when all three characters are correctly reassembled in their original order. Players score 800 points for completing the puzzle and additional bonus points for finishing before the timer runs out.

This level provides quite a challenge for most children. As on Level Three, the smaller pieces make it more difficult to identify body parts. In addition, it's harder to tell which ones are upside down and which are right-side up.

It's a good idea to introduce this level by having your child help out as *you* reassemble the puzzle. Encourage him or her to look at each piece carefully, deciding first whether it's upside down or right-side up, and then where it belongs in the puzzle picture. Kids not only practice finding visual clues this way, they also get a chance to test guesses and develop problem-solving skills. When your child is feeling more comfortable with the smaller pieces, you can let him or her be the one to actually rearrange the puzzle.

As another practice activity, try reassembling the puzzle yourself, but place the characters in an incorrect order from left to right. Then have your child figure out a strategy for getting the characters back into their original positions.

Level Five—Most Mixed Up

This level is recommended for older children who are already comfortable with the game on Level Four. The puzzle is divided into twenty-five pieces, some of which are upside down. Because the pieces are smaller than they were on Level Four, it requires a better eye to match the characters' body parts and to identify those puzzle pieces that are upside down.

As on previous levels, the game is over when all the characters are reassembled in their original order. Players earn 1,250 points for completing the puzzle correctly and bonus points for finishing before the timer runs out. Of course, the game does not end when the timer runs out. In fact, few children will be able to complete the puzzle within the allotted time limit.

If this level proves too difficult for your child, try going back to Level Four and work on the larger puzzles together. You may find that after a few more practice sessions, he or she is ready for Level Five.

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